

```
✓ func AddAndMinus(a float32, b float32, c float32) {  
    result := a + b  
    result = result - c  
}
```

```
func AddAndMinus(a float32, b float32, c float32) {  
    result := Add(a, b)  
    result = Minus(result, c)  
}  
  
func Add(a float32, b float32) float32 {  
    return a + b  
}  
  
func Minus(a float32, b float32) float32 {  
    return a - b  
}
```